NBA LIVE 07

EVERYONE

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

BASIC CONTROLS

ALL PHASES

Move player	left analog stick
EA SPORTS™ Freestyle Control (see p. 6)	right analog stick
Quick Plays (see p. 6)	D-button
Playcalling	D-button (double-tap)
Turbo	R1 button
Pause game	START button

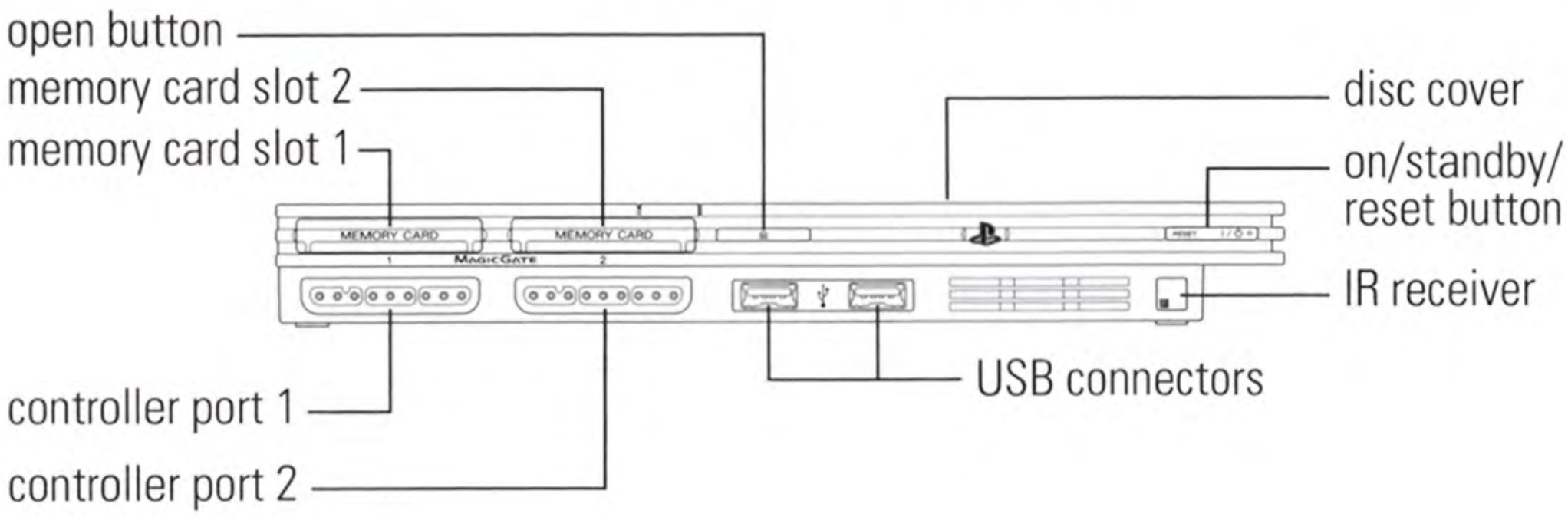
OFFENSE

Slam dunk	△ button
Shoot	○ button (press and hold to jump then release to shoot; tap to pump fake)
Pass (direction of the left analog stick chooses receiver)	✕ button (press and hold for lob pass and tap for normal pass)
Lay-up	□ button
Call timeout	SELECT button

DEFENSE

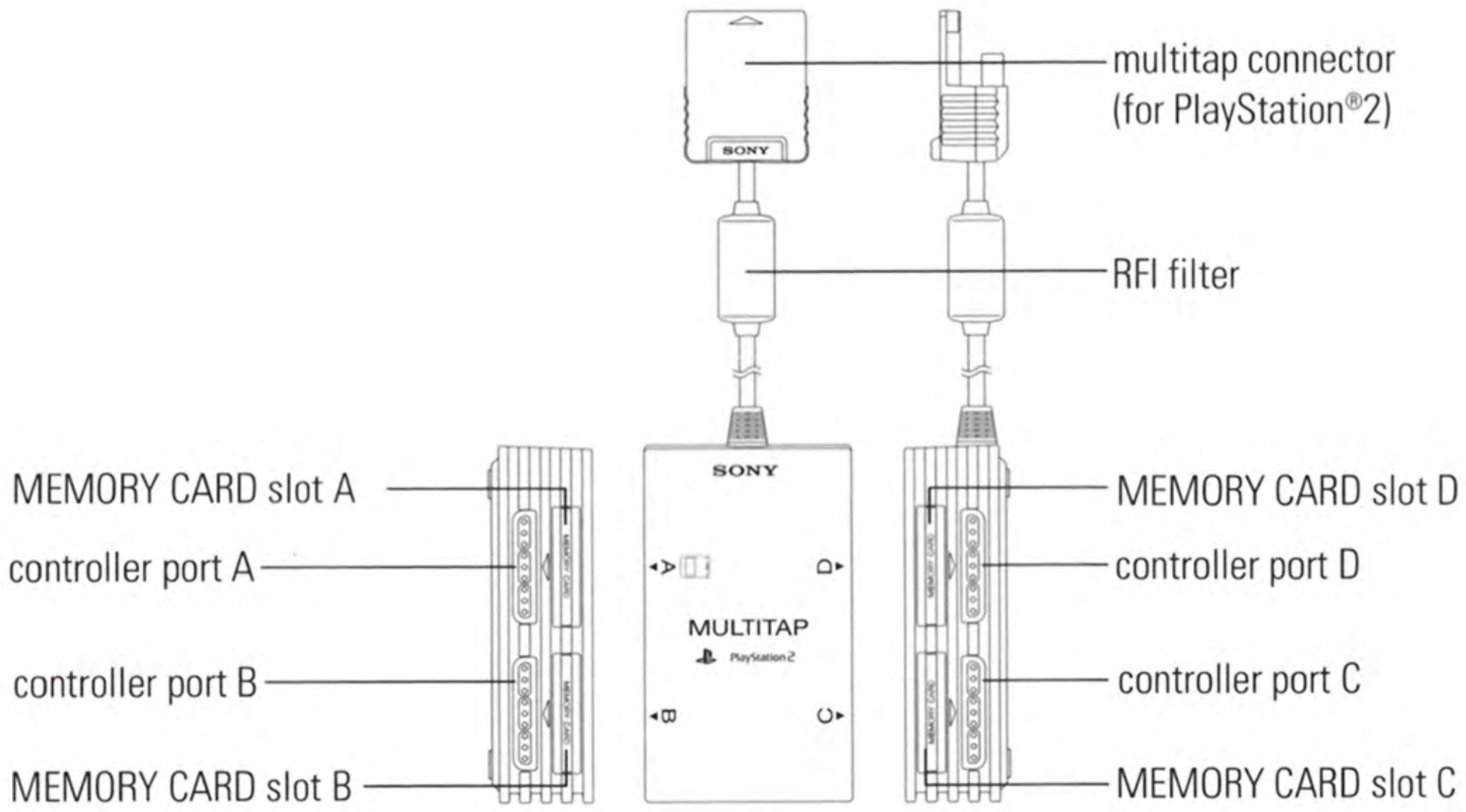
Switch player (direction of the left analog stick chooses defender)	✕ button
Steal/Intercept	□ button (press repeatedly to commit hard foul)
Take a charge	○ button
Block/Rebound	△ button

GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Press the OPEN button to open the disc cover.
4. Place the *NBA LIVE 07* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



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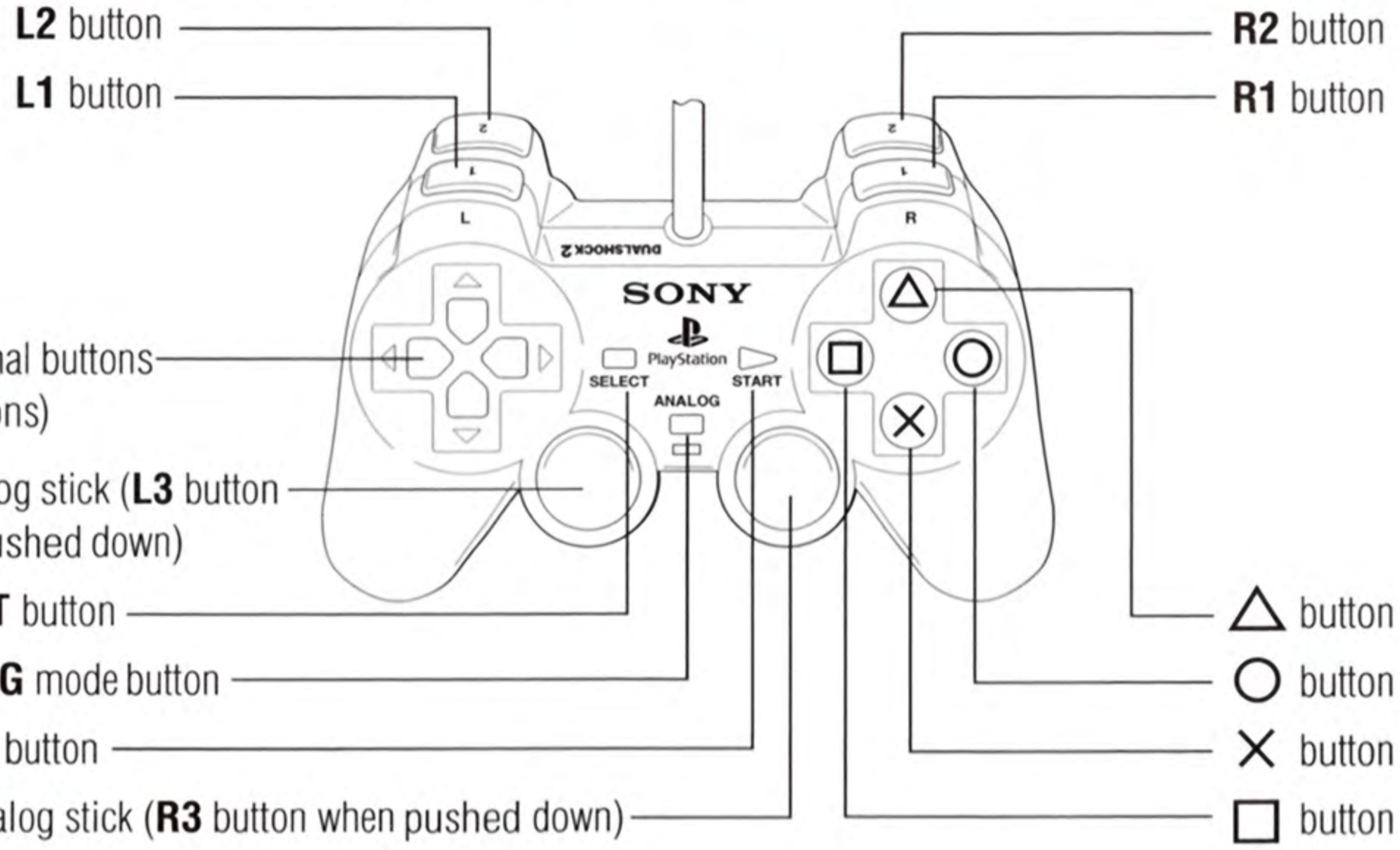
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



ADDITIONAL CONTROLS

NEW EA SPORTS™ TOTAL FREESTYLE CONTROL	
EA SPORTS Total Freestyle Control modifier	L1 button + right analog stick
Switch attributes on the fly	L1 button + R3 button

EA SPORTS™ FREESTYLE SUPERSTARS	
EA SPORTS Freestyle Superstars modifier	L1 button + □ button, × button, ○ button, or △ button

NEW X-FACTOR	
Activate X-Factor (see p. 6)	L1 button + R3 button

OFFENSE

NEW **Touch pass**	× button + the right analog stick (in the direction that you want the pass to go)
NEW **Pro-hop/Power dribble**	right analog stick ↑ (hold) **NOTE:** Players will execute a power dribble when stationary. **NOTE:** Press the left analog stick in the direction that you want your player to pro-hop.
Back down	right analog stick ↓
Alley-oop pass (when teammate has a clear lane to the basket)	R2 button (press the left analog stick to control direction of the pass)
Direct pass	L2 button + □ button, × button, ○ button, or △ button (tap to pass to closest man to basket)
Off-ball Switch™ (see p. 4)	R3 button + □ button, × button, ○ button, or △ button

OFFENSE (CONT.)

MID-AIR REBOUNDS, TIPS, AND DUNKS	
Mid-air rebounds	△ button
Tip-slam	□ button (when close to the basket)
Tip-in	○ button

INBOUNDING	
Call for screen	L1 button (hold)
Swim move	right analog stick ↑
Swim move	right analog stick ↓

CALL-FOR-PASS INBOUNDING	
Move pass receiver	left analog stick
Call for pass	⊗ button
Inbound plays	D-button (tap)

LOW POST MOVES	
Slam dunk	left analog stick toward basket + △ button when close to the basket (double-tap △ button to adjust your dunk into a lay-up)
Fade-away jump shot	left analog stick away from basket + ○ button

OFF-BALL SWITCH (PLAYER LOCKED WITHOUT BALL)	
Call for shot	○ button
Call for pass	⊗ button
Call for dunk/lay-up	△ button/□ button
Call for screen	L1 button

NEW FREE THROWS

When shooting free throws, press the right analog stick ↓ to begin the shooting motion. Once the player pulls the ball up (near his forehead), press the right analog stick ↑ to release the ball.

The 'down and up' motion on the right analog stick should result in a smooth, clean shot when timed properly. Pressing and holding it too long results in the loss of strength (the shot will miss short) while pressing it too quickly results in too much power (you will back-rim the shot). Also, be sure to press the right analog stick straight ↓ then straight ↑. Pressing it up and to the left (or right) pushes the ball to the left (or right) and may result in a missed shot.

NOTE: Pressing the ○ button allows you to simulate the free throw (based on the shooters free throw ability).

NOTE: Your margin for error depends on the player's free throw ability as well as the game's skill level.

DEFENSE

Direct player switch	L2 button + □ button, ⊗ button, ○ button, or △ button
Last man back	L2 button (tap)
Defensive stance/Box out	right analog stick ↓
Intentional foul	SELECT button

NBA ALL-STAR WEEKEND

3 POINT SHOOTOUT	Switch camera view	L1 button
	Pick up ball	R1 button
	Jump/Shoot	▢ button, ✕ button, ○ button, or △ button (press to jump, release to shoot)

SLAM DUNK CONTEST (ON GROUND)	1 Foot Gather	▢ button
	2 Foot Gather	○ button
	1 Foot 180 Gather	△ button
	2 Foot 180 Gather	✕ button
	Ball toss	right analog stick
	Move player	left analog stick
	Dunk modifiers	L1 button/R1 button

SLAM DUNK CONTEST (IN AIR)	Windmill	△ button
	Tomahawk	▢ button
	Pump	○ button
	Clutch	✕ button
	Rotate player (on 180 Gathers)	left analog stick
	Dunk/Toss modifiers	L1 button/R1 button

PLAYING THE GAME

TEAM SELECT/JERSEY SELECT SCREEN

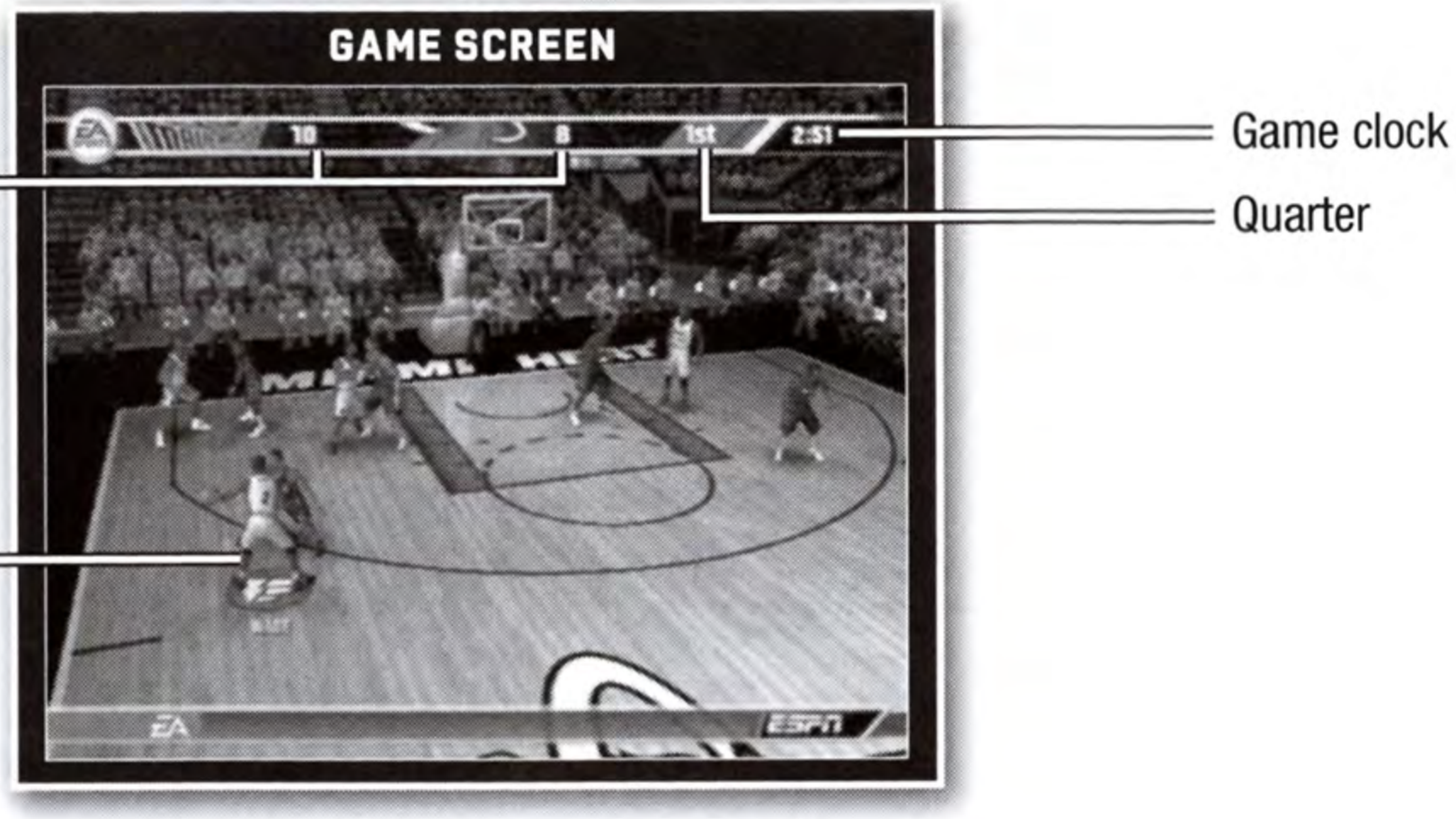
After selecting an NBA, All-Star, (includes Classics, Euro, and International All-Star teams), or Team adidas for the upcoming game, you have the option to change your team's jersey for the upcoming game.

STARTING LINEUPS/SETTINGS SCREEN

Storm the court with your starting five or adjust your lineup by bringing in players off the bench. To gain an extra edge, be sure to study up on your EA SPORTS Freestyle Superstars before starting the game.

Once the lineup is set, select the skill level for the next game, along with quarter length, arena location, and camera view. You can also adjust the rules, preferences, gameplay settings, and in-game settings from the Settings screen.

ELEVATE YOUR GAME



EA SPORTS™ FREESTYLE CONTROL

Express yourself with EA SPORTS Freestyle Control. While dribbling, press the right analog stick in any direction to break out a Freestyle move. Making the same shape on the right analog stick results in the same move every time. You can also create combinations of Freestyle moves, so be sure to use Individual Practice mode to help perfect these moves.

NEW EA SPORTS™ TOTAL FREESTYLE CONTROL

Take your game to the highest level with all-new EA SPORTS Total Freestyle Control. Perform the true-to-life moves of eight distinct player types, then elevate your game to the next level by changing skill attributes on the fly.

EA SPORTS™ FREESTYLE SUPERSTARS

With EA SPORTS Total Freestyle Control, EA SPORTS Freestyle Superstars play their game based on the following characteristics: Power, High Flyer, Playmaker, Shooter, Inside Stopper, Outside Stopper, Inside Scorer, and Outside Scorer. Each EA SPORTS Freestyle Superstar, represented on the court by a EA SPORTS Freestyle Superstar player icon, comes loaded with distinct passes, dunks, or signature moves. Put the ball in their hands when the game in on the line.

However, don't be fooled. Although two EA SPORTS Freestyle Superstars may share the same playing style, no two players are alike. For example, a star level High Flyer does not have the same capabilities as a superstar level High Flyer such as Tracy McGrady. His game is more polished than a less experienced player, and so he can do more on the court. Way more.

In addition, while many players come equipped with at least one EA SPORTS Freestyle Superstars type, perennial All-Stars come fully loaded with two or more character types. EA SPORTS Freestyle Superstars like McGrady have as many as six.

When playing with McGrady-type players, be sure to use them to their full potential by switching their EA SPORTS Freestyle Superstar type in the middle of a game. For example, if you're set up as a Playmaker, you can switch to a High Flyer moments after making a highlight pass. As you transition down the court (with the ball), make the switch then finish off the play with a thunderous dunk.

NEW THE X-FACTOR

Every team has a player who goes underappreciated for his grittiness and effort, whether it's drawing a charge when the game's on the line or hitting a clutch three-pointer when the team needs it most. In *NBA LIVE 07*, one player per roster is designated as an X-Factor for each game, and his role changes each game.

Be sure to save your X-Factor for key situations that call for a defensive stop or offensive spark, and activate the X-Factor by pressing and holding the L1 button plus clicking the R3 button. For a brief stretch, your X-Factor can step up and play like an EA SPORTS Freestyle Superstar.

NEW INTENSITY

See how intense a situation is at any point in a game. Based on time and score, an Intensity Meter changes colors from blue (low intensity) to flashing red (high intensity). During low intensity situations, the game is more free flowing and open. As the game gets more intense, players become highly alert with the ability to react to situations much quicker.

NEW MOMENTUM

Get a read on your team's momentum. A Momentum Meter appears when your team has generated a significant amount of momentum through scoring runs, defensive stops, and more.

NEW TOUCH PASSING

Make quick passing decisions with the all-new touch passing system. When a pass is in mid-air, call for a second "touch" pass by pressing the pass button and pressing the left analog stick in the direction that you want the pass to go.

QUICK PLAYS

Direct traffic on both ends of the court by calling a Quick Play. On offense, you can run Isolation, Post Up, Pick-and-Roll, or Pick and Pop plays. On defense, the 3-2 Zone, Double Team, Full Court Man to Man, and Half Court Man to Man defensive options are available. You can change your Quick Play settings on your controller via the Playbook screen.

PLAYBOOK

Adjust to your opponent's playing style mid-game. You have the option to adjust your defensive matchups, defensive playbook, offensive playbook, and team strategies. The Playbook menu is accessible only through the Pause menu during a game.

SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. All unsaved information will be lost otherwise. You can also save or load manually by accessing the LOAD/SAVE screen.

➤ To save or load a file, highlight the file you wish to load (or create a new file name when saving for the first time). Once the file is selected and/or named, the game data is either loaded or saved.

PLAY ONLINE

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2006-2007 NBA SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB)(for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NBA LIVE 07* online. *NBA LIVE 07* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB)(for PlayStation®2).

PLAYING ONLINE

In order to play *NBA LIVE 07* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection); **6000** (VOIP).

WELCOME TO *NBA LIVE 07* ONLINE

The Online lobby is your main resource for connecting to players from around the world. Whether you're looking to join a Play Now game, a custom Session Match, a 4-Player/8-Player Tournament, and more, all the tools you need to connect to other players are available from the Online Main menu.

NEW ESPN EVERYWHERE

Bring the ESPN experience with you everywhere you go. For the first time ever you'll have full access to ESPN Radio, the ESPN Ticker, and ESPNEWS. Now you can get the latest scores and updates from the worldwide leader in sports without having to leave the Main menu.

NOTE: ESPNEWS is an Online mode feature only.

NOTE: To use this feature you must successfully establish an online connection with the network (see *Playing Online* above). After confirming a connection, you have the option to enable Auto Sign-In during every initial boot-up. When ON, you're automatically connected to ESPN Everywhere.

SEASON

Play through the trials of a full NBA season. Set up a 29-, 58-, or 82-game season and make your run for the championship. You can play the season with any team using current NBA rosters, or assemble your team through a Fantasy Draft. You can even randomize your schedule or customize your league by switching up the teams in your division.

DYNASTY MODE™

Dynasty Mode operates on a year-round NBA calendar so be prepared to handle the duties on and off the court for multiple seasons. After choosing a team and selecting your settings, Season One begins. Before you start making key decisions be sure to check your Message Center (click the L3 button) for messages from the league, team owner, and more that can help determine the success of your franchise.

NBA DRAFT

You have the option to begin your tenure as GM by managing your team's draft day selections during the annual rookie draft. After evaluating your team roster, draft lottery, and mock draft, decide which positions are in dire need of an upgrade, then do what it takes to select the players you want most on draft day.

NOTE: Enabling the NBA Draft will disable the ability to bring edited rosters into your Dynasty.

DURING THE SEASON

SCHEDULE/GM'S DESK/ROSTER MANAGEMENT

Play or simulate games by selecting your next opponent via the Schedule screen. From the Dynasty Central menu you will find the GM's Desk, Roster Management screen, and more. For off the court news, view the list of free agents, and more from the GM's Desk. From the Roster Management screen you can reorder rosters, sign, release, and trade players.

NEW TEAM CHEMISTRY

Meet the needs of every player on your squad to help improve your overall team chemistry. When chemistry is at its highest and your players are happy, your team gels and performs to its highest potential. Without a high level of team chemistry your chances to make a championship run decrease. By managing playing time, off-day events, and more, it's up to you to create a harmonious locker room.

A player's satisfaction is determined by eight categories unique to each player. You have direct control over some factors, like playing time, roster position, and event scheduling. Factors such as winning percentage, roster quality, and locker room harmony are somewhat in your control, while other factors such as team market size are out of your hands.

When bringing in new players, adjusting lineups, and making a roster adjustment, be sure it's best for the team. Every move you make will stir a reaction from all 12 players, both positive and negative—and sometimes both depending on the move.

You can see how a player feels about his current situation from the Player Info screen, or see his "individual chemistry" with another player via the Player Chemistry screen. Pay attention to these factors before making a key roster move, including trades and alterations to the lineup.

NEW PLAYER FATIGUE

The season can be exhausting so be sure to keep an eye out for player fatigue throughout the year. Events such as games and practices affect fatigue for your entire team. Days off, back-to-back games, total games played, and team event scheduling can also contribute to Player Fatigue, along with road trips based on distance traveled.

Some players may tire quicker than others (based on individual stamina rating). Factors such as a player's age, stamina rating, and the average number of minutes per game all contribute to Player Fatigue.

So with much at stake, be sure to schedule or cancel off-day events, give players less playing time (or pull them out of the lineup) when the game has been decided, or make other smart moves that keep your players fresh for the next game.

OFF-SEASON

After the playoffs, it's time for all GMs to evaluate their respective teams for the upcoming season. Be sure to use valuable information from your team scouts to help evaluate talent. Listen to their advice and study up on the incoming class before draft day. Making a wrong pick could set your franchise back a few years.

After the Rookie Draft is complete, you have the chance to bid on and offer contracts to free agents. Financial security is the main selling point to many of the players, but don't break the bank to sign them. Be sure to keep enough money in the budget in order to sign the key role players as well.

To manage your roster, you can also re-sign and release players from the lineup. After the free agent period ends and your roster is set, the new season begins.

PLAYOFFS

Take part in the excitement of the NBA playoffs. Participate in a traditional format or customize a tournament—with or without a Fantasy Draft.

NBA ALL-STAR WEEKEND

There are four events during the NBA All-Star Weekend. Your first event pits the rookies against the sophomore players during the Rookie Challenge. After slamming and jamming with the league's newest talent, rip the back of the net during the 3 Point Shootout as you battle up to seven of the best long-range shooters in the league. Playing in a tournament format, you have 60 seconds to make as many shots (and score as many points) as you can. The winner moves on, the losers go home.

Next on the bill—the Slam Dunk Contest. Bust out your best Freestyle moves and wow the judges with an aerial assault that expresses your game like never before. Finally, show off your skills against the best players in the league during the NBA All-Star Game. It's East vs. West in this action-packed, winner-take-all game.

OTHER GAME MODES

Freestyle Challenge Playing split-screen against an opponent, fly high above the rim in the Slam Dunk Showdown, or drain 3s from beyond the arc in the 3 Point Showdown. Both players participate at the same time and the one who reaches the set point total wins the competition. Money Balls are worth more so be sure to capitalize on the bonus opportunity.

1 on 1 Schoolyard basketball hits the NBA. Prove yourself against anybody in a 1 on 1 showdown for ultimate bragging rights.

Individual Practice Before you storm the court, work on your Freestyle moves in Individual Practice mode. The entire court is yours with no time limit. Once you've mastered your dunks, crossovers, and ball-handling skills, break 'em out against live competition. Better yet, show off your new act during the NBA All-Star Weekend.

Slam Dunk School In Slam Dunk School, progress through the ranks of Beginner, Alley-Oop, or Advanced Practice and perfect your skills along the way. You need to master the moves learned here before you can fully compete in the Slam Dunk Contest.

LIMITED 90-DAY WARRANTY

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Online: http://warrantyinfo.ea.com

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US 1 (650) 628-1900

EA Warranty Mailing Address

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NBA LIVE 07
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